NES—43—USA

Instruction Manual

1943™

THE BATTLE OF MIDWAY

CAPCOM®

A Special Message From Captain Commando!

Thank you for selecting fun-filled **1943™ . . .** one of the exclusive Nintendo Entertainment System® video games from the **Captain Commando "Challenge Series".**

1943™, created by CAPCOM©...premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

This high quality game pak is Licensed by Nintendo® for Play on the

Nintendo ENTERTAINMENT SYSTEM®

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

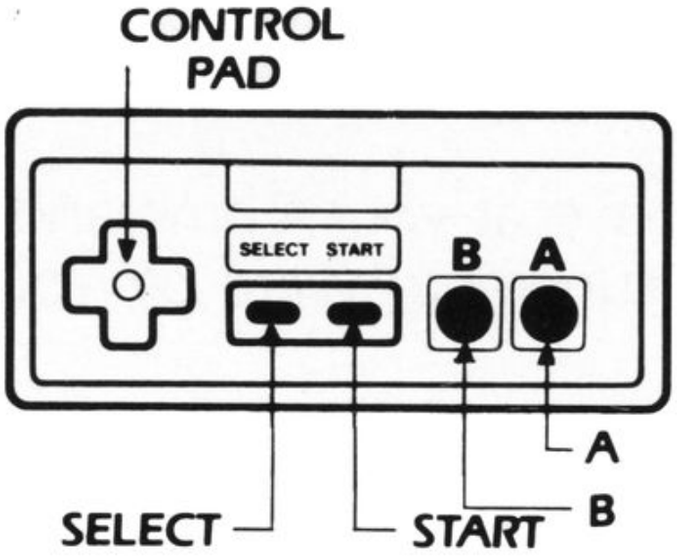
1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

1943 STORY

In 1943, our main fleet began an intense battle off the coast of Midway Islands.

Help our fleet defeat the enemy.

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS



Control Pad
Each tip imprinted with letter to show direction or movement:

◄ moves **P38** left.

► moves **P38** right.

▲ moves **P38** forward.

▼ moves **P38** backwards.

1 Player Game, Use Controller #1 Only

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Button "B" fires weapons.

Button "A" you have at your Command, Lightning, Cyclone and Tsunami to ward off your enemies.

Push Button "A" and "B" to acheive the Defensive Loop.

HINTS ON GAME PLAY

To begin playing 1943 press Start Button.

Title Screen displays:

1 Player Only

► Start

Password

HINTS ON GAME PLAY

Press Start Button again, screen now displays:

Distribute Points to Power-up Your P-38

Offensive Power	■ □ □ □ □ □
Defensive Power	■ □ □ □ □ □
Energy Level	■ □ □ □ □ □
Special Weapons	■ □ □ □ □ □
Special Weapons Time Limit	■ □ □ □ □ □

Remainder 3 points may be distributed

HINTS ON GAME PLAY

Using up and down arrow on joystick, select where extra power is needed. When you select a power-up level, press Button "B" for added power points.

You can only add 3 points to any of the 5 power selections.

As you play longer, you will set the power settings where you feel comfortable.

Using left or right arrow of joystick, select if yes or no is O.K.

Press "B" to begin.

HINTS ON GAME PLAY

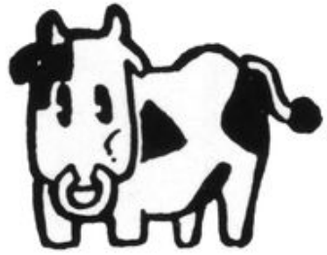
You only have one life during the game. Shoot red planes to receive POW. Shoot POW to receive different weapons.

POW	SHOT GUN	3-WAY SHOT	AUTO
Gives additional energy to the player.	The ultimate weapon to destroy enemy bullets.	The player can shoot in 3 directions.	It shoots 8 times while the button is pressed down once.
ENERGY TANK	SUPER SHELL	YASHICHI	SIDE FIGHTER
Partial energy recovery.	Used against ship's weapons. Double the power of normal bullets.	Maximum energy recovery.	Increases offensive power.

BONUS CHARACTERS

Strawberry

Barrel



Cow

Star

Alpha

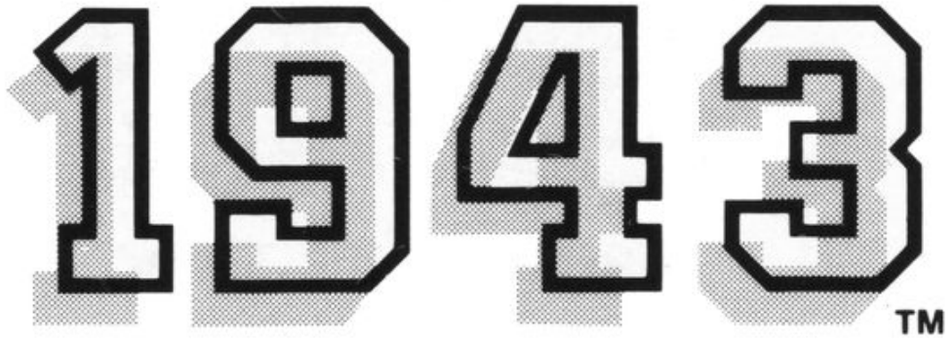
Cat

Flower

CONTINUATION

Press Select during Title Screen to Select Continue —

Press Start.



"Game Over"

▷ **Start**

▶ **Continue**

(Typical Password)

ØAV17

PASSWORD

The Password feature of 1943 allows you to start at a later date from the same place you finished.

When game is over, the password is located on lower right side of screen (see example on page 12).

Write down the password for future reference.

When you start the game again, select Password function, key in the Password just as it was on end of game screen, then press Start to continue.

(Note: Password changes the farther you get into 1943.)

Look For These Popular Arcade-Proven Capcom Game Paks

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Nintendo
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HINTS/SCORING/MEMO

*Instruction Manual by Paul Biederman

*Game counsellors available 8 a.m. to 5 p.m. PST at (408) 745-7081

PASSWORD NOTES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or Inside California State call (408) 745-7081. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
1283-C Mountain View/Alviso Road
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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PREMIER WORLD-WIDE ARCADE GAME DESIGNER

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